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ADVANCE COPY

OF

Intercollegiate Swimming Rules

Instructions to Divers and Judges of Fancy Diving

Intercollegiate Water Polo Rules

Intercollegiate Water Basket Ball Rules

1915

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Intercollegiate Swimming Rules

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RULE I. OFFICIAL PROGRAM AND ORDER OF EVENTS.

The recommended official program and the order of events for intercollegiate dual or championship meets shall be as follows:

1. Relay. Four men, each to swim two lengths of pool. Program and order of events.
2. Fancy Diving.
3. Short Dash. 50 yards for pools exceeding 60 feet in length; 40 yards for pools 60 feet or less in length.
4. Breast Stroke. Distance to be decided by leagues or team officials within the following prescribed limits; minimum distance, 40 yards; maximum distance, 200 yards.
5. 220 yards.
6. Plunge for Distance.
7. Back stroke. Minimum distance, 40 yards; maximum distance, 150 yards.
8. 100 yards.
9. Water Polo or Water Basket Ball.

RULE II. POOL.

SECTION 1. Pools for championship meets shall be at least 60 feet in length, 20 feet in width, and have a water depth of 7 feet. Dimensions of pool.

Note.—Records made in pools of less than 60 feet in length shall not be considered as official.

RULE III. OFFICIALS.

Number of officials. SECTION 1. The officials shall be one referee, one clerk of course, one scorer, three judges, three timers, a starter and an announcer.

Duties of referee. SEC. 2. The referee shall have full jurisdiction over the meet and he shall see that all the rules are enforced. He also shall instruct the other officials as to their duties.

RULE IV. CONTESTANTS.

Number of contestants in dual meets. In all dual meets the number of contestants from any college for each event shall be limited to two, with the exception of the relay race, when four men shall comprise a team, and the water polo or water basket ball team.

RULE V. SCORING OF POINTS.

SECTION 1. In all dual meets places in events shall be valued as follows:

Scoring dual meets. a. In the relay race:

First place	5 points
Second place	0 points

In case the number of events are such that a tie score is possible, first place in the relay shall count 6 points.

b. In all other events:

First place	5 points
Second place	3 points
Third place	1 point

SEC. 2. In intercollegiate championships where three or more teams are entered scoring of place values shall be as follows: © Cl. A 414469

RULE V.

a. In relay race:

First place	10 points
Second place	5 points
Third place	3 points
Fourth place	1 point

Swimming
championship
meets.

b. In all other events:

First place	5 points
Second place	3 points
Third place	2 points
Fourth place	1 point

RULE VI. OFFICIAL START.

SECTION 1. In all swimming races, with exception of the back stroke, each competitor shall stand with both feet on the starting line—i. e., the curb of the pool—and when the signal is given, shall plunge. Stepping back, either before or after the signal, shall not be allowed.

Position
for start.

SEC. 2. The official starting signal for all races shall be as follows:

1. "Get on your marks."
2. "Get set."
3. "Pistol shot."

Signal
for start.

SEC. 3. Three false starts by any contestant shall disqualify him. No substitution shall be allowed for such disqualified competitor.

False starts.

RULE VII. FOULS.

SECTION 1. Each competitor shall keep a straight course, parallel with the sides of the pool from the starting station to the opposite point in the finish line. Any contestant who, when out of his course, shall touch another competitor, is liable to disqualification from the event, subject to the discretion of the referee.

Competing
course.

RULE VII.

Walking in shallow water. SEC. 2. Standing upon the bottom in the shallow end of a pool during a competition is only allowed for the purpose of resting. Walking on, or jumping from, the bottom in the shallow end shall disqualify the offender.

Turning. SEC. 3. A competitor in turning must, under penalty of disqualification, touch the end of the pool or course with one or both hands before pushing off.

Finish of race. SEC. 4. In all swimming races contestants must, under penalty of disqualification, touch the finish line with hand clearly out of water. In the relay race, each competitor shall touch the finish mark with hand clearly out of water, before his successor shall be touched off by the judge of his course.

Lanes. SEC. 5. In all dual meets a rope shall be stretched lengthwise down the center of the pool and fastened at least 2 inches above the surface of the water, and the two contestants from each college shall swim on the same side of the rope.

RULE VIII. BREAST STROKE.

Breast stroke form. At the pistol shot the competitors shall dive and then swim on the breast. Both hands must be pushed forward and brought backward simultaneously in like manner. The body must be kept on the breast with both shoulders on a line with the surface of the water. The "frog" kick must be used—i. e., the contestant, lying on the breast, must draw legs up by spreading out knees, while at the same time keeping the heels together. When touching at the turn or finishing a race the touch shall be made with both hands simultaneously. Any competitor introducing or using a side stroke movement

Breast stroke turn.

RULE VIII.

or scissors kick during the race shall be disqualified by the referee.

RULE IX. PLUNGE FOR DISTANCE.

SECTION 1. The maximum height for the take-off shall be 18 inches above the water level.

Height of
plunge take-off.

SEC. 2. A plunge shall be a standing dive made head first from a firm take-off, free from spring. The body is to be kept motionless face downward during the plunge.

Definition
of plunge.

SEC. 3. The plunge shall terminate at the expiration of 60 seconds if the competitor has not already raised his face above the surface of the water. The duration of a plunge shall be reckoned from the time the competitor's feet leave the take-off. When a contestant touches the side of pool he shall be compelled to stop and his distance taken.

Duration
of plunge.

SEC. 4. The distance of a plunge shall be measured along a straight line at right angles to the diving base, to a line parallel to the diving base, over the farthest point reached by any portion of the competitor's body while fulfilling the above conditions.

Measuring
plunge.

SEC. 5. In championship or dual contests each competitor shall be allowed two plunges and the farthest plunge shall win.

Number of
plunges.

SEC. 6. The official timer shall notify each contestant at the expiration of 60 seconds by the report of a pistol.

Notification of
time limit
of plunge.

RULE X. BACK STROKE.

The competitors shall line up in the water facing the starting mark, with both hands resting on the

Back stroke
start.

RULE X.Back stroke
turn.

end of the pool. At the sound of the pistol the competitors shall push off on their backs and continue swimming on their backs throughout the race. At each end of the pool, competitors shall touch the end of the pool with both hands before pushing off again. In making the turn, competitors shall be allowed to shift to side or breast stroke position, but shall not take a stroke in this position and must return to back stroke position before pushing off again. The referee shall disqualify any offender under this rule.

RULE XI. FANCY DIVING.Diving
program.

SECTION 1. Dives shall be classified as required and voluntary. The required dives are as follows: running front dive (plain or swallow); back dive; running forward jack-knife; and back jack-knife. In addition to these dives each competitor shall perform four other dives which must be selected from the following table:

SEC. 2. Official List of Dives.

	Dive.	Standing.	Running.
Official diving table.	1. Forward somersault	1.5	1.5
	2. Forward $1\frac{1}{2}$ somersaults. . . .	1.9	1.8
	3. Forward $2\frac{1}{2}$ somersaults. . . .	2.5	2.3
	4. Forward somersault with $\frac{1}{2}$ twist	1.6	1.6
	5. Forward $\frac{1}{2}$ somersault with $\frac{1}{2}$ twist	2.2	2.2
	6. Forward double somersault. .	2.2	1.9
	7. Backward somersault	1.5	
	8. Backward $1\frac{1}{2}$ somersault. . .	2.2	

RULE XI.

9. Backward double somersault.	1.9	
10. Flying Dutchman (forward spring back dive).....	1.9	2.0
11. Flying Dutchman somersault.	1.8	1.8
12. Flying Dutchman $\frac{1}{2}$ twist..	1.7	1.7
13. Twisting back $1\frac{1}{2}$ somersault.	2.1	
14. Forward spring half twist back dive	1.5	1.6
15. Forward spring full twist with forward dive.....	1.8	1.8
16. Backward spring and forward dive ($\frac{1}{2}$ twist).....	1.4	
17. Backward spring and back- ward dive (full twist).	1.9	
18. Backward spring forward somersault	1.9	
19. Backward spring and $1\frac{1}{2}$ for- ward somersault	2.0	
20. Forward jack knife $\frac{1}{2}$ twist.	1.8	1.9
21. Forward jack knife with full twist	2.2	2.2
22. Backward jack knife $\frac{1}{2}$ twist	1.9	
23. Backward jack knife full twist	2.3	
24. Handstand dive	1.2	
25. Handstand dive with somer- sault	1.7	
26. Handspring dive with somer- sault	1.6	1.6

SEC. 3. The official diving board shall have a length of not less than 12 feet or more than 13 feet, shall be at least 20 inches wide, and shall project not less than 2 feet beyond the edge of the pool.

Official diving
board.

RULE XI.

The height of the board from the surface of the water shall be not less than 2 feet 6 inches or more than 4 feet. The fulcrum shall be placed at least one-third the length of the board from the free end.

Note.—Experience has proved the diving board of the following construction most desirable: six 2-inch x 4-inch strips of straight grained white ash 12 or 13 feet in length fastened together by two 2-inch x 4-inch cleats 3 inches apart so as to form a groove for the fulcrum at one-third the distance from the free end, and with five 2-inch x 6-inch cleats equally distributed over the remainder of the board. The board should be securely fastened to the floor with bolts at one end, there being no fastening at the fulcrum. Cocoa matting as a covering for the board has been found more satisfactory than rubber.

Construction
of board.

SEC. 4. The minimum depth of water in all college diving competition shall be 7 feet.

Depth of
water.

SEC. 5. A piece of yarn shall be stretched across the pool 6 feet from the end of the board and at right angles to the board, resting on the curbing of the pool. The contestants when executing a jack-knife dive must enter the water inside the distance marked by the yarn. If the diver should touch the yarn but not break it the dive shall be allowed. If the diver enters the water beyond the distance marked by yarn, or breaks yarn, the dive shall be marked zero.

Jack-knife
limit.

SEC. 6. A written list of voluntary dives shall be submitted by each competitor to the judges before the beginning of the competition. Changes in this list shall not be permitted. No competitor shall be permitted to repeat any dive.

Competitor's
written list
of dives.

RULE XII. METHOD OF SCORING DIVES.

SECTION 1. There shall be not less than three judges, who shall, independently and without consulting each other, award points, and, if necessary, half points, up to the maximum of 10 for each dive, according to the following scale:

Diving judges' scale of points.	Unsuccessful attempt	0
	Poor dive	3
	Fair dive	6
	Good dive	8
	Excellent dive	10

Correct diving form. **SEC. 2.** For information as to correct form in diving, judges and contestants are referred to the special article on page 12.

Scoring voluntary dives. **SEC. 3.** In the case of voluntary dives, before adding up his points and placing the competitors, each judge shall multiply the points which he has awarded for each dive by the value given in the list of fancy dives, according to Rule XI, Sec. 2, and shall add the products so obtained. The maximum for each required dive shall be 10 points without addition for degree of difficulty.

Execution of dives alone considered. **SEC. 4.** When judging voluntary dives, on no account shall the maximum for any particular dive be raised, or shall the judge take into consideration the difficulty of the dive done, but points shall be awarded for execution alone. An unsuccessful attempt is one in which the competitor has failed to perform the dive nominated.

Determining winners of diving. **SEC. 5.** At the finish of the contest, each judge shall add up his points and place the competitors, 1, 2, 3, etc., in the order thus established. Should two or more competitors receive equal points from any judge, they shall each be awarded the same placing figures, but the next competitors in order

RULE XII.

must be placed in the positions which they otherwise would have obtained.

SEC. 6. The placing figures of each judge shall be added together, and the competitor whose aggregate is the *lowest* shall be the winner. In the event of a tie for any position, the total points of the three judges shall be added together, and such position awarded to the competitor having the *highest* number.

Tie scores in diving.

Instructions to Divers and Judges of Fancy Diving

All dives, running or standing, plain or fancy, should be executed with the utmost possible energy. Endeavor to get as high in the air as possible.

General instructions for all dives. Always stand momentarily at attention before taking off or commencing to run.

A dive is considered to be finished as soon as the whole of the body has disappeared beneath the water. No points are given for return to the surface.

Faults to be avoided. Faults to be avoided in dives, running or standing, are as follows: falling outwards when taking off instead of springing outwards and upwards, ducking the head or throwing it too far back, and unnatural rigidity of the body which renders the dive stiff and awkward; hesitation; legs apart; feet flat; fingers spread instead of being together; legs throwing over on entering the water; hands apart in the case of a swallow dive; too much hollow to the back; fingers clenched, and arms too far back in the swallow.

Correct form and take-off for running dives. In all running dives take a run the full length of the board, but always stand at attention momentarily before commencing. The run must be strong, quick, and natural, and the spring should be taken from both feet; avoid leaning forward, or the legs will be thrown up too far, but try to take the spring with the body vertical. Throw the arms into position simultaneously with the spring.

Correct position on board in standing dives. In all standing dives take a position at the end of the board, heels touching, abdomen well in, chest out, head erect—not stretched nor strained—arms

held straight to the sides, with fingers loosely clenched and thumbs to the front; the whole position should be easy and graceful. Before taking off, the arms may be raised momentarily in front of, and at right angles to, the body, fingers stretched, forefingers touching and palms downward.

After turns, somersaults, twists, or jack-knives are completed, the whole body in its passage through the air should form an easy straight line, the head neither ducked nor thrown back, but just in an erect position in relation to the body, the thighs and back well braced, knees straight, toes pointed, and a slight natural hollow to the back. This position must be maintained until the dive is completed by the toes disappearing below the water.

Correct position of body while in the air.

In the plain front dive simultaneously with the spring, the arms should be swung into position either above the head with forefingers touching and palms downward, or at right angles laterally to the body as in the so-called swallow dive.

Plain front dive.

In the swallow dive the arms must be brought into position above the head just before entering the water. The entry into the water should be at an angle of about 50 or 60 degrees, and with as little splash as possible. Judges, when judging this part of the dive, should carefully note whether the splash is caused by the body entering the water at an incorrect angle, by the legs throwing over, by the feet being flat, or by the build of the performer. It stands to reason that a heavily built person will make more splash than one of slighter build, therefore the entry into the water must be judged, not by the amount of splash made, but by the angle of entry and correctness of position.

Swallow dive.

Assume position of attention on low end of the board; walk full length of board in graceful man-

Back dive.

ner ; stand on balls of the feet on the extreme edge of the free end of the board with back towards the water, arms extended at sides or hands placed on hips ; spring upward and slightly backward, keeping the hands in either of these positions until the body has reached its highest point in the air, at which time the hands must be fully extended beyond the head before entering the water.

Front
jack-knife
dive.

Running or standing, spring from the board as high as possible. At top of spring, bend forward at the hips and touch the toes, which must be pointed. Maintain this position until the last possible moment, straighten out and enter the water head first with arms above the head. The entry into the water must be made within 6 feet from the end of the board.

Back
jack-knife
dive.

Stand on the balls of the feet on the extreme edge of the board, back to water, obtain a good balance (the arms may be stretched in front of the body before taking off), avoid leaning forward, take a strong backward spring upwards and outwards, bending at the hips at the same time until the fingers touch the toes. This position is maintained and entry into the water made as in the front jack-knife dive.

Hand balance
dive.

In all hand balance dives, the balance must be held for an appreciable time.

Somersault
dives.

In the front or back dives with more than one somersault, the somersault movements may be executed with the body in either of the following positions :

(a) Tucking the body as far as possible into the shape of a ball by drawing knees well up in front, and bending head and shoulders forward as far as possible, with hands gripping the legs below

the knees. Straighten the body smartly before entering the water.

(b) Bending at hips as in jack-knife dive.

In all front or back single somersaults the movement is made with body in "layout" position—i. e., keeping the body erect with arms fully extended sidewise on a line with the shoulders.

In all somersaults and in jack-knife dives with twists, the somersaults or jack-knife must be completed before twisting.

Dives
twists.

When entering the water feet first, the body should be vertical, back slightly hollowed, legs straight, toes pointed, head drawn back, arms extended by the sides.

Feet fir
dives.

The position of the head is of great importance in plain and fancy diving. In a plain dive, if the head be ducked, there is a tendency to throw the legs over, and if held too far back, a tendency to come flat. In fancy dives, the position of the head goes a long way towards regulating the movement of the body.

Positio
the hea
import

Intercollegiate Water Polo Rules

RULE I. PLAYING AREA.

Size of pool. SECTION 1. The length of the playing area shall not be greater than 75 feet nor less than 60 feet. The width of the playing area shall not be greater than 40 feet nor less than 20 feet. All pools shall conform as nearly as possible to these dimensions.

Note.—When pools have a *shallow end* it is advisable to *shorten* the playing area by placing a *spar with goal attached* across the pool so as to insure a playing area 6 feet deep.

Lines. SEC. 2. The following lines on each side of the playing area shall be plainly marked:

1. Center line—equidistant from ends.
2. Four-foot lines—4 feet from ends.
3. Fifteen-foot lines—15 feet from ends.
4. Twenty-foot lines—20 feet from ends.

Zones. SEC. 3. The two 20-foot areas at the ends of the pool shall be called the *goal zones*.

RULE II. THE GOALS.

Size of goal. SECTION 1. The goals shall be boards 4 feet in length and 18 inches in height and marked in large letters with the word *goal*.

Location. SEC. 2. They shall be located at the ends of the playing area 12 inches above the water level and equidistant from the sides.

RULE III. THE BALL.

Size of ball. SECTION 1. The ball shall be the regulation white rubber *water polo ball*, not less than 7 nor more than 8 inches in diameter.

RULE III.

SEC. 2. It should be inflated *seven-eighths full* and free from oil, grease or other objectionable substance so that a good grip may be had on it with one hand, and it shall be inspected by the referee before putting it into play to see that the inflation is as described. Inflation.

SEC. 3. The home team shall supply an official ball.

RULE IV. PLAYERS AND SUBSTITUTES.

SECTION 1. The team shall consist of six players in the following positions: Center, Right Forward, Left Forward, Right Back, Left Back, and Goal Keeper. Positions.

SEC. 2. The captains must be *playing* members of their teams. All protests, all demands for cessation of play for any purpose whatsoever, and notices of substitution of players must be made to the referee by the *captains*. Captains.

SEC. 3. A player may be substituted for another at any time *provided that his side has possession of the ball*, or at any time at the discretion of the referee except as stated in Rule VIII, Sec. 4. Before entering the water the new player must report to, and be recognized by, the referee. Substitution of players.

SEC. 4. Only *two* men may be substituted in any one championship game unless it is otherwise agreed by both captains before the *start* of the game. A player who has been removed during the game for other reasons than disqualification may be returned during the subsequent period. Number of substitutions.

RULE V. OFFICIALS.

SECTION 1. There shall be the following officials: Number of officials.

RULE V.

Referee.

One Timekeeper.

Two Goal Umpires.

Selection of
referee.

SEC. 2. The referee must be selected and mutually agreed upon by the official representatives of both teams. He shall be supplied with a whistle or pistol for signaling.

Note.—It is advisable for each league to have an approved list of officials from which to choose.

Umpires.

SEC. 3. The *umpires* shall call attention to any fouls, shall give evidence on the scoring of goals *if called upon* and shall keep time on the ball when in play in the *goal zones*, but may *not* stop the game directly. Each umpire shall also keep time on the 10-second limit according to Rule VIII, Sec. 2-D, for his half of the playing area.

Timekeeper.

SEC. 4. The timekeeper shall be chosen by mutual agreement of the two captains. He shall be supplied with a stop watch and whistle and shall keep time on the game.

Duties of
referee.

SEC. 5. The referee shall have absolute supervision of the game, shall have the power to *reverse* any decision of an *umpire*, and shall call fouls when necessary.

Referee
announce fouls.

SEC. 6. In case of a foul the referee shall indicate the offender and announce the *nature* of the foul, so that the scorer, offender, and spectators can hear him.

RULE VI. THE GAME.

Length of
game.

SECTION 1. The game shall consist of two periods, or halves, of 8 minutes each with an intermission of 5 minutes.

Extra periods.

SEC. 2. In the case of a tie at the end of the second period, the teams shall rest 5 minutes and

RULE VI.

then play for another period of *three* minutes. This is to be continued until at the end of any period one team is ahead.

SEC. 3. A captain, *provided his team is in possession of the ball*, may call time out without penalty up to 2 minutes for any purpose, but not more than twice in one period. On *resumption* of play the teams shall take positions *back* of their own 20-foot lines and the ball shall be given to the *goal-keeper* of the team having possession of it when time was called. Time occupied by disputes, repairing of suits, replacing of men, lining up for new start, and free throws from fouls, shall *not* be counted as time of play. Time out.

SEC. 4. When for any reason the referee wishes to call time or stop play during any period, he shall sound the whistle or pistol. This signal shall immediately render the ball *dead* and the ball so stopped shall not again be put into play except by the referee, who shall give it to the goalkeeper of the team having it last, both teams being *in* the water *within* their *own* 20-foot line when the play is resumed. Referee stopping game.

SEC. 5. Time shall be taken out whenever the ball goes out of bounds, time out to begin when the referee's whistle or pistol sounds calling the ball out of bounds and time in again shall begin when the referee's whistle or pistol sounds calling the ball in play. Ball out of bounds.

SEC. 6. The start at the beginning of each period shall be made by both teams lining up at their respective ends of the pool, *the visitors being given choice* at beginning of first period. The ball shall be placed in the center of the playing area by the referee and held there with a pole fitted with a ring, start for the ball being made only at the sound of Start of game.

RULE VI.

the whistle or pistol. In case of a *false* start, teams shall line up as before. *Three consecutive false starts* by one of the teams shall constitute a *technical foul*. Teams shall change ends at half time and at the beginning of each extra period.

RULE VII. DEFINITION OF TERMS.

Ball in play. SECTION 1. The ball shall be considered in play until it either leaves the playing area or the referee signals with whistle or pistol.

Method of making goals. SEC. 2. To score a *touch goal* the ball must be touched to the goal while in the possession of a player on the attacking side. To score a *thrown goal*, the ball must strike the goal board after being thrown by a member of the attacking team from *outside* the 15-foot line.

Putting the ball in play after score or free throw. SEC. 3. After a touch goal or a thrown has been scored or after a free throw, the teams shall line up at their respective ends of the playing area and the ball shall be given to the *goalkeeper* of the side *scored upon*. (*Exception*:—After a free throw, whether successful or not, the ball shall be given to the goalkeeper of the team fouled against.) At the signal by whistle of the referee all the men of both teams must enter the water *immediately* from their respective ends of the pool *under penalty* of a *technical foul* and in *10 seconds* the goalkeeper holding the ball must pass or carry it out of his goal zone. When the ball is in a team's own zone a player on that team may retain possession of it not longer than *10 seconds* or until the umpire or referee signals*by word, at which signal the ball must pass out of that goal zone or be forfeited to the goalkeeper of the opposing team.

RULE VII.

SEC. 4. If a team causes the ball to go out of the playing area, it shall be given to the goalkeeper of the opposing team within his own *four-foot line*; and the players of the team causing the ball to go out shall *not* be allowed within the *fifteen-foot line* until the whistle or pistol is sounded. No player shall leave the water when the ball goes out of bounds.

Putting ball in play after being thrown out of pool.

SEC. 5. The ball shall be kept *on or as near the surface* as possible and shall not be *intentionally* carried under water. Under no circumstances shall a player swim more than *eight* feet under water with the ball, and then only when *forced under* by an *opponent*. No goal shall be counted if scored on an *under water pass*. No player shall hold on to the side or end of the pool except for the purpose of resting and shall take *no part in the play* while resting.

Carrying the ball under water.

SEC. 6. No player except two backs of the *defending* side shall be allowed inside the 4-foot line until the *ball* is within it. When the ball is *within* this line no player *inside* this section will be allowed *artificial* support other than the *bottom* of the playing area.

Playing within four-foot line.

SEC. 7. No player shall tackle an opponent unless said opponent *has possession of the ball* or is *within four feet* of the ball. At other times a player in covering an opponent may block him, but shall *not* lay hands on him.

Tackling.

RULE VIII. FOULS.

SECTION 1. Fouls are divided into three groups: personal, technical, and disqualifying.

SEC. 2. The penalty for a personal foul shall be a free throw at an *unguarded* goal from the *fifteen-*

Penalty for personal fouls.

RULE VIII.

foot mark, which if successful will count *two points*. Personal fouls are enumerated as follows:

a. Tackling player who is not within 4 feet of ball.

b. Delaying the game after receiving notification to play by the referee.

c. Kicking intentionally or striking an opponent.

d. Holding under water for more than *ten seconds* the man with the ball or any other player who is within 4 feet of the ball. (*Exception*:—A player who has *possession of the ball* may be held under 10 seconds or as long thereafter as he retains *possession of the ball*.)

e. Unnecessary rough work.

f. Tackling player after goal has been scored or after game has been stopped for any reason by referee.

g. Use of abusive language to players or officials.

h. Player other than captain questioning any decision of officials.

Penalty for
technical
fouls.

SEC. 3. The penalty for a technical foul shall be a free throw at an *unguarded* goal from the *twenty-foot mark*, which if successful will count *one* point. Technical fouls are as follows:

a. Crossing 4-foot line ahead of ball. (If player corrects this mistake at once, providing the mistake has in no way affected the play, no foul shall be called.)

b. Holding on side or end of pool while engaged in scrimmage or while in *possession* of the ball.

c. Tackling a player by the costume.

d. Substitute failing to report to referee.

e. Swimming more than *eight feet* under water with the ball.

RULE VIII.

- f. Three false starts on line up.
- g. Three players *inside* their own 4-foot line when ball is *not* in goal section. (*Exception*:—If the *defending* side fouls after the ball is *within* 4-foot line and a goal is *scored* the foul shall *not* count. If, however, the goal is *not* scored, the foul shall count and a free throw given to the *offended* side.
- h. Failure to enter water according to Rule 7, Sec. 3.
- i. Holding ball under water unless *tackled* by *opponent*.
- j. Violation of Rule 7, Sec. 6, regarding artificial support.

SEC. 4. A player may be suspended for the period or *disqualified* for the game by the referee for *unnecessary roughness* or for *unbecoming conduct* and his team *charged* with a *personal* foul. *No substitute shall be allowed for a suspended player*, but he may return to the game at the beginning of subsequent period. When a player is disqualified a substitute *may* take his place at *start of subsequent period*.

Suspended
player.

SEC. 5. Any player having oil, grease, or other objectionable substance on his *body or suit* shall be *disqualified*.

SEC. 6. If the attacking side fouls and before the foul is called a goal is scored by them, the loss of the goal shall be the only penalty, and the ball shall be put in play in the center of the pool as at the beginning of the game.

Foul by
attacking
side while
scoring goal.

SEC. 7. During a free throw no player shall be allowed in the water excepting the player making the free throw.

RULE IX. SCORING.

1. A touch goal will equal 5 points.
2. A thrown goal will equal 3 points.
3. A goal thrown by free throw after personal foul will equal 2 points.
4. A goal thrown by free throw after technical foul will equal 1 point.

Intercollegiate Water Basket Ball Rules

RULE I. PLAYING AREA.

SECTION 1. Water basket ball may be played in Pool.
any pool free from obstruction, not exceeding 2,500
square feet in area.

SEC. 2. (a) A line shall be drawn across the bot-
tom of the pool or on the sides of the pool at an
equal distance from each end.

(b) Marks or lines shall be drawn across the bot- Marks, lines,
tom and up the sides 15 feet from the ends, called etc.
"15-foot lines."

RULE II. THE BALL.

The regulation ball shall be a leather covered
Water Polo ball and shall be fully inflated.

RULE III. BASKETS.

SECTION 1. The baskets shall be hammock nets
of cord, suspended from metal rings 18 inches in
diameter. The rings shall be $5\frac{1}{2}$ feet above the
water in the center of the ends of the pool. The
inside rims shall extend 6 inches from a rigid sup-
porting surface.

SEC. 2. The background shall measure at least Background.
6 feet horizontally and 4 feet vertically, and shall
extend not less than 3 feet above the top of the
basket. It must be solid and rigid.

RULE IV. TEAMS.

SECTION 1. Teams for match games shall con-
sist of six players.

RULE IV.

SEC. 2. There shall be three forwards and three backs.

Substitutes. SEC. 3. A substitute may take the place of another player when ball is not in play, or when the team having the ball wishes to put in another player.

SEC. 4. The player must report to referee before entering the game.

RULE V. OFFICIALS.

SECTION 1. The officials shall consist of a referee, a timer, and scorer.

SEC. 2. The referee shall have entire charge of the game, deciding fouls, goals, and free throws. His decision shall be final.

SEC. 3. The referee shall blow a whistle whenever necessary to call time out or a foul.

SEC. 4. In case of a foul, he shall indicate the offender and announce the nature of the foul, so that the scorer, offender, and spectators can hear him.

SEC. 5. The referee shall not blow his whistle for time out unless a suit is torn off or other serious accident occurs, or unless the captain of the team in possession of the ball calls time out. The ball shall then be put in play where it was when time was called out. Play must be resumed within two minutes.

RULE VI. CAPTAINS.

The captains shall be playing members of the team and shall toss for choice of goal at start of play. The goals shall be changed at half-time. In case of a tie the captains shall toss for choice of goal as at beginning of game. A captain can call time only when his team is in possession of the ball, to introduce a new player, or to repair a suit. Any

RULE VI.

player questioning the decision of the referee, except the captain, may have a foul called on him at the discretion of the referee,

RULE VII. PLAYERS.

SECTION 1. No player shall tackle another unless said player is in possession (actual possession) of the ball, and then only one of the opposing players shall be allowed to tackle him. Dribbling is considered "in possession of the ball." Tackling.

SEC. 2. A player, in covering an opponent, may block him, but he shall not be allowed to lay his hands on him or hold him with his legs. Blocking,
Holding.

SEC. 3. No player shall be allowed to hold on to the sides of the tank except for the purpose of resting, and he shall take no part in the game while so doing. Resting.

RULE VIII. LENGTH OF GAME.

SECTION 1. The game shall consist of 16 minutes of actual playing time, divided into halves of 8 minutes each, with a 5-minute rest between halves.

SEC. 2. Time occupied by free tries, disputes, repairing suits, replacing men, and lining up for a new start shall not be counted as time of play.

SEC. 3. In case of a tie score at the end of the second half, an extra period of time shall be played, until either side has made two additional points. Tie.

RULE IX. START OF GAME.

SECTION 1. The start shall be made by each team lining up at its respective end. The referee shall then blow the whistle and throw the ball into the center of the tank. The forwards only shall be allowed to go after the ball, starting as the referee

RULE IX.

blows his whistle. The backs must get into the water at the sound of the whistle.

False start. SEC. 2. In case of a false start the teams shall line up as before. Three false starts shall constitute a foul; penalty, free throw.

RULE X. BALL IN PLAY.

The ball shall be kept on or as near the surface as possible and shall never be intentionally carried under water. The ball shall never be advanced under water, either while held in the hand or between the legs, except when a player is pushed under he may swim out if pushed under by an opponent. No basket shall be allowed when made by an under-water pass.

RULE XI. BALL OUT OF BOUNDS.

When the ball goes out of the pool it shall be returned to the place from which it was thrown or batted and given to the opposing team. The player receiving the ball from out of bounds shall not be permitted to try for goal, but must pass the ball to one of his team-mates. He shall have 5 seconds in which to throw the ball. If he fails to throw in 5 seconds, the ball shall go to the opposing side.

RULE XII. LINING UP.

After each goal and after each free throw has been made, the teams shall line up at their respective ends.

RULE XIII. FREE THROW.

SECTION 1. A free throw shall be thrown from the 15-foot line. An honest attempt must be made to throw the ball into the basket. The forwards of the team given possession of the ball on a foul may

RULE XIII.

line up as they choose and one of their number try for goal. The backs of the opposing team may cover all the opposing players except player making free throw, who shall not be interfered with in any way.

SEC. 2. If basket is made, both teams shall line up at their respective ends.

SEC. 3. If basket is not made, the ball is again in play, and backs and forwards may go after it.

RULE XIV. SCORING.

SECTION 1. Two points may be scored by making a field basket. One point may be scored by a free throw.

SEC. 2. If, when trying to score a free throw, the ball goes out of the pool, it shall be taken to one of the opposing backs and he shall be allowed to pass it to one of his forwards. The referee shall count five, and if the ball is not thrown in that time it shall go to the opposing side on the 15-foot line.

RULE XV. FOULS.

SECTION 1. A foul is the breaking of any rule.

SEC. 2. It shall be a foul to tackle an opponent who does not have actual possession of the ball. It shall be a foul to tackle an opponent by his costume, to kick or strike. It shall be a foul to hang onto the side of the pool when in possession of the ball. It shall be a foul to interfere with a player who is trying for a free throw (no splashing shall be allowed during free throws). It shall be a foul to hold an opponent under water after he has let go of the ball, at the discretion of the referee.

SEC. 3. Four personal fouls shall be sufficient cause for the removal of a player from the game.

RULE XV.

SEC. 4. Personal fouls consist in kicking, striking, or tackling, opponent not in possession of ball, or any unnecessary rough playing.

RULE XVI. TO STOP PLAY.

When for any reason the referee wishes to call time or stop play during the game, a pistol shall be fired. This signal shall immediately render the ball dead and the ball, when stopped, shall not be put in play again except by the referee.

RULE XVII. END OF PLAY.

SECTION 1. If, at the end of first or second half, the ball should be thrown and is in the air when the timer's pistol is fired, the goal being made shall not count in the score.

SEC. 2. If a foul has been called just as timer's pistol is fired, the free throw shall be allowed.

RULE XVIII. SWIM UNDER WATER.

Players shall be permitted to push off from end or side of pool and swim under water when not carrying the ball, thus affording ample opportunity for trick plays.





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